

## Active Bugs Report

Bug 1	Missing
Bug 2	Closed Comments – Fixed
Bug 3	Closed Resolution – Fixed
Bug 4	Closed Resolution – Fixed
Bug 5	Responsibility – Level 3 – tested 4 times – unrepeatabe Comments – Level 8 – Class A bug – Nerps require attention
Bug 6	This is the design of the game
Bug 7	Comments – Unrepeatabe Resolution – Fixed
Bug 8	
Bug 9	Closed 5. Begin to construct a teleporter – I assume from this that the crash occurred at some point during the construction/teleporting of the building – level tested to completion. Comments – Unrepeatabe Resolution – Fixed
Bug 10	Comments – Unrepeatabe bug Resolution – Fixed
Bug 11	Responsibility – Question for Stewart Suggestion – not time to implement
Bug 12	Priority – B Responsibility – Question for Stewart Comments – Unavailable function – never included in the game Resolution – Decision required
Bug 13	Open Priority – C? – Class B Responsibility - ? – Level name speech will repeat if the cursor is moved across another level (not important if other levels speech is activated) but if not then speech will not repeat.

- Bug 14      Comments – Text has changed to match speech – foreign languages not time to alter.  
Resolution – Fixed
- Bug 15      Responsibility – Question for Stewart  
It was decided a long time ago not to take damage on the rock fall
- Bug 16      Responsibility – SFX (missing wav)  
Comments – Mission completion speech missing  
Resolution – Bug is now reported
- Bug 17      Responsibility  
This is how it works, the pause would slow the process down, the scrolling text is controlled separately.
- Bug 18      Comments – Unrepeatable bug  
Resolution – Fixed
- Bug 19      Responsibility – SFX (incorrect [old] wav used)  
Comments – Old wav from previous version of level is being played  
Resolution – Bug has been reported
- Bug 20      Comments – Unrepeatable bug  
Resolution – Fixed
- Bug 21      Responsibility  
Comments – Recently implemented change to this method, as requested by focus test
- Bug 22      Comments – This is an unrepeatable bug for us, It occurred before – perhaps a different mouse driver – as we do switch the normal mouse off.
- Bug 23      Comments – Graphics card problem – encountered during compatibility testing – presumed fixed but difficult to tell without more information as to spec of machine bug was found on. Please let us know which video card – the transparency levels seem to differ on different cards.
- Bug 24      Comments – See above (bug 23)
- Bug 25      Comments – See above (bug 23)
- Bug 26      Responsibility –  
This is a Comment – the rock raiders respond to what is nearest to them not the think the player thinks it should attack!
- Bug 27      Responsibility – GFX –

Collision levels are acceptable – there is some clipping, pixel perfect collision would take too much processing, and slow the game down.

- Bug 28      Responsibility –  
FEATURE NOT BUG -We were told to do fixed saved game slots
- Bug 29      Comments –  
We could not re-produce – it doesn't say where on level and circumstances it occurs. Please grab screen shot, this should not happen.
- Bug 30      Closed  
Comments – Fixed
- Bug 31      Responsibility – SFX  
No the credits don't have its own music.  
Comments – At present front-end menu music (and SFX) spill over into credits – should credits have own specific music?  
Resolution – Decision required
- Bug 32      Responsibility – Default settings code/config  
Comments – Settings could be retained as part of save game function (would not help if player hit continue on reward screen)  
Resolution – Bug has been reported
- Bug 33      Responsibility – Know/previously reported bug  
Comments - Fixed